POSITIONING AN ITEM IN THREE DIMENSIONS
VIA A GRAPHICAL REPRESENTATION

ABSTRACT

5   A graphical representation representing at least a portion of an observable three-dimensional space is presented. A user can select a location on the graphical representation to direct a moveable item to a three-dimensional location within the space corresponding to the location selected by the user. Calibration operations can be performed, and error correction information can be generated to avoid mechanical error. Manipulation devices using non-orthogonal coordinate systems can be supported. Multiple items can be positioned on a specimen viewed under a microscope, and an item such as an electrode can be positioned within a living biological specimen